ADVENTURE 24

ART FORGERIES!
Jaime joins forgers to gather evidence.

10 points

ADVENTURE 35

SCUBA TRAINING ASSIGNMENT. Jaime learns underwater skills.

30 points

ADVENTURE 23

SALVAGE DIVER TRAPPED IN WRECKAGE! Jaime goes down to free him.

20 points

ADVENTURE 31

HELICOPTER DOWN IN WOODS! Jaime leads a search party to the site.

20 points

ADVENTURE 20

TRAIN WRECK!
Jaime frees trapped passengers.

30 points

ADVENTURE 11

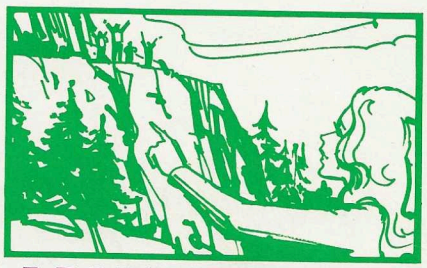
ATTEMPTED THEFT OF VITAL MEDICINE! Jaime locates and returns it to the hospital.

10 points

ADVENTURE 8

ROCKSLIDE PINS RANCHER!
Jaime frees him.

30 points



ADVENTURE 5

HIKERS LOST IN MOUNTAINS!
Jaime locates them with her Bionic hearing.

20 points

ADVENTURE 12

FOREST FIRE!
Using Bionic speed, Jaime alerts fire fighters.

30 points

GO TO ANY

AIRPORT

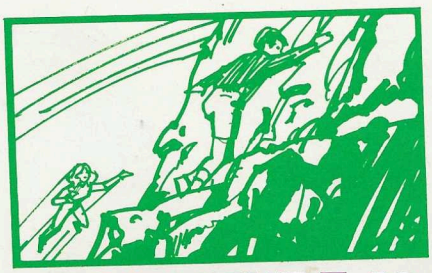
ADVENTURE 10

SCHOOL BUS BRAKE FAILURE! Jaime stops runaway bus bound for camping trip.

10 points

GO TO

H.Q.



ADVENTURE 19

CHILD TRAPPED ON CLIFFSIDE! Jaime uses Bionic speed and strength to save him

30 points

ADVENTURE 27

DIAMOND SMUGGLING! Jaime finds the hidden gems.

30 points

STEVE AUSTIN ASSISTS

DOUBLE THROW OF DIE

ADVENTURE 32

BANK ROBBERY! Jaime uses Bionic speed to pursue thieves.

10 points

ADVENTURE 6

RAIN THREATENS BRIDGE! Jaime's Bionic ear pinpoints the weak spot.

20 points

ADVENTURE 9

DAM BREAK THREATENS! Jaime uses Bionic speed to warn local residents.

10 points

ADVENTURE 25

MYSTERIOUS INTRUDER AT CAMPSITE! Jaime investigates giant footprint at campsite.

10 points

ADVENTURE 15

KIDNAP ATTEMPT! Jaime locates kidnapped city official.

20 points

ADVENTURE 14

CIRCUS ANIMALS ESCAPE! Jaime helps to round them up.

10 points

ADVENTURE 4

RANGER HURT IN WOODS! Jaime's strength releases him from an animal trap.

20 points

ADVENTURE 29

RESCUE MURDER WITNESS! Jaime foils hit men.

20 points

ADVENTURE 18

EQUIPMENT FAILURE AT HOSPITAL! Jaime repairs equipment and saves a child's life.

20 points

ADVENTURE 13

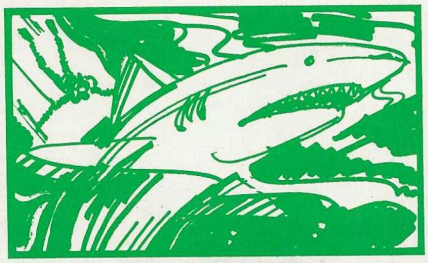
CHILDREN'S SAILBOAT SINKS! Jaime swims with Bionic speed to rescue 2 little boys.

10 points

ADVENTURE 21

SABOTAGE ATTEMPT ON U.S. SUB! Jaime becomes a double agent.

20 points



ADVENTURE 36

SHARK WARNINGS AT BEACH! Jaime prevents a shark attack.

30 points

ADVENTURE 1

GUNRUNNERS!
Jaime captures a gang supplying guns to criminals.

30 points

ADVENTURE 34

SAILBOAT LOST IN FOG!
Jaime pinpoints couple in zero visibility.

30 points

STEVE AUSTIN ASSISTS

DOUBLE THROW OF DIE

ADVENTURE 16

BOMB HIDDEN IN FACTORY!
Jaime uses Bionic hearing to locate it.

10 points

ADVENTURE 26

EMERGENCY VACCINE RUSHED TO VICTIM! Jaime uses Bionic speed to save a life.

10 points

ADVENTURE 2

AVALANCHE WARNINGS!
Jaime speeds to the scene to evacuate everyone.

30 points

ADVENTURE 7

KILLER COUGAR ENDANGERS LIVESTOCK! Jaime's Bionics help track him down.

20 points

ADVENTURE 28

PERIL IN THE SKY!
Balloon in trouble near airport.

30 points

ADVENTURE 17

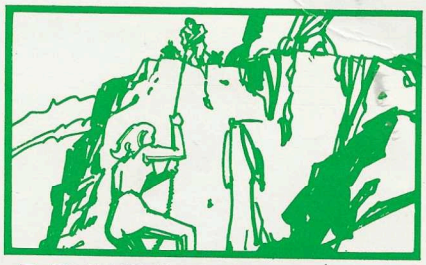
UFO SPOTTED!
Jaime reveals hoax.

10 points

ADVENTURE 3

ATTEMPTED PLANE HIJACKING! Jaime foils attempt and saves passengers.

30 points



ADVENTURE 22

SURVIVAL TRAINING ASSIGNMENT. Jaime assists at survival training assignment.

20 points

ADVENTURE 33

REFINERY FIRE! Jaime hurls explosive materials from scene.

20 points

ADVENTURE 30

CHILDREN TRAPPED IN CAVE! Bionic hearing helps Jaime locate them.

10 points

THE BIONIC WOMAN™

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CT

Sommers, the Bionic Woman, needs your help. She must
by airplane, helicopter and automobile to carry out many
ous adventures. Your job is to help Jaime through these
ures and assist her whenever you can. If you cover a lot of
y and complete the Top Secret Assignment...you may
game.

MENT

Woman Playing Board
40 Cards (36 Adventure Cards and 4 Special Cards)
Adventure Card Clips 4 Markers

ARATION

player selects a marker. All players begin at H.Q. on the
r of the board.
ove the four Special Cards (two STEVE AUSTIN ASSISTS,
GO TO ANY AIRPORT and one GO TO H.Q.) from the

le the deck and deal one card, face-up, to each player.
IS YOUR FIRST ADVENTURE.
le together the remaining Adventure Cards *and* the four
al Cards. Place the deck face-down near the board.
player rolls the dice. High roll goes first. Play then fol-
to the left.

ARDS

ck is made up of 40 cards. There are 36 ADVENTURE
(one for each number on the board). The cards tell you
our adventure takes place and the number of points you
eive when you reach your adventure. The four Special
GO TO ANY AIRPORT, STEVE AUSTIN ASSISTS and GO
) may be saved and used when needed.

ses three different methods of travel to get to her adven-
d you must help her out. On your turn:
unce the method of travel you will use to get to the loca-
f your adventure. (The location of your adventure is the
er on the card you were dealt.)
he dice and move your marker according to the rules of
ethod of travel you have selected.

DDS OF TRAVEL

eginning of your turn, BEFORE YOU ROLL THE DICE,
t announce the way you wish to travel.
D #1 – if you go by AUTOMOBILE
both dice and move your marker along the road (the
circles) in the direction you wish to travel.
nay move forward or backward the total number of
s shown on the dice, OR
ay move forward the number of spaces shown on one
d backward the number of spaces shown on the other

*MPLE: If a player throws a 6 and a 3 she may make any
of the following moves: 9 spaces forward or 9 spaces
ward or 6 spaces forward and 3 spaces backward or
ces forward and 6 spaces backward.*

4. You will often find it helpful to SPLIT your move (moving forward the amount shown on one die and backward the amount shown on the other die) when you are trying to reach an adventure by exact count.

METHOD #2 – if you go by HELICOPTER

1. The Helicopter travels along the pink path from arrow to arrow.
2. To travel by Helicopter, you must be at a numbered location that connects with an arrow.
3. Throw the dice. If either die shows an even number (2, 4, or 6), move your marker along the arrow one space, to the next numbered space in the direction you wish to travel.
   EXAMPLE: A player may move on a roll of 4-3, or 6-1 or 4-4, etc. but may not move on 5-1, 5-3, 3-3, etc.
4. A player who reaches a numbered location by helicopter is considered to have reached it by exact count.
5. A player may change from Helicopter to Automobile at any time by announcing the change before she throws the dice. She then moves her marker along the road.
6. A player may change from Automobile to Helicopter only when she is at a location that connects with a pink arrow. She must announce the change before she rolls the dice.
7. A player can reach a numbered location on a Helicopter path by any means of travel. However, if the player reached the location by Automobile, she must have reached it by exact count *or* must have arrived there to collect a new adventure (see below).

METHOD #3 – Travel by AIRPLANE

1. A player must land on an Airport by exact count.
2. When traveling to an Airport by Automobile, a player may have to move back and forth several times (by splitting her moves) before she is able to land on an Airport space.
3. When a player lands on an Airport, she immediately moves her marker to any other Airport on the board. That ends her turn.
4. On her next turn, she must move out of the Airport by Automobile or Helicopter and she cannot make another flight until she reaches the same or another Airport by exact count.

REACHING THE LOCATION OF YOUR ADVENTURE

1. You do not have to reach your adventure by exact count.
2. When you reach the location of your adventure you may, if you wish, take a risk and try to use Jaime's bionic powers to double the points on your card. To use Jaime's powers, roll both dice. If you roll 7 or more, you have completed your adventure and you've doubled the points on your card. Slip the card slightly under the left-hand corner of the board in front of you. This will separate it from the other adventure cards that did not earn double points. Then draw a new adventure.
3. If you roll less than 7, you have failed to complete your adventure. You must return your card to the bottom of the deck where it may be used by another player later in the game. Then draw a new adventure.
4. If you do not wish to take the risk to double your points, you will still win the points shown on the card. Slip th
under the right-hand corner of the board in fr
draw a new adventure. REMEMBER: Double po
are kept on the left. Regular adventures are on t
5. If you draw one of the four special cards, you m
and use it on any one of your turns. After it has
must be returned to the bottom of the deck. Wh
special card, you may draw again until you draw
new adventure.

The game continues as players try to reach the
earn points and draw new adventure cards.

SPECIAL ASSIGNMENTS AND THE TOP SE ASSIGNMENT

1. Each time a player rolls double 1's or 6's, the card becomes a SPECIAL ASSIGNMENT.
2. The top card on the deck is immediately turned clip is attached to it adding 50 points to the val
   The player who rolled doubles then makes her m
   NOTE: If the top card is a special card and c location, the player who rolled doubles may and turn over a new one.
3. Special Assignments are worth more than or tures. Each Special Assignment is worth the val *plus a bonus of 50 points.*
4. A Special Assignment may be won by any player choice of leaving your own adventure tempo collect the Special Assignment. BECAUSE SPE MENTS ARE WORTH MORE POINTS, YOU MU THEIR LOCATIONS BY EXACT COUNT.
5. When you win a Special Assignment you must under the right corner of the board with the clip will count toward your total score at the end of t MAY NOT TRY TO DOUBLE THE POINTS O ASSIGNMENT.
6. More than one Special Assignment may be tur same time so players have a chance to reach se locations.
7. After four Special Assignments have been turne card, after double 1's or 6's are rolled, beco SECRET ASSIGNMENT. Two clips are attache and the player who wins it receives a *100 point b* added to the value on the card.
8. The play for the Top Secret Assignment is exact for the Special Assignments. Remember...th Assignment is the most valuable card in the dec 100 point bonus.
9. It is often wise for all players to try for the Top S ment. Because the point value on this card is player who wins it frequently wins the game.

WINNING THE GAME

1. The game ends as soon as the Top Secret Ass been won.
2. Each player adds up the total number of poin adventures she has completed (doubling her p indicated).
3. The player with the highest score wins the game